

ABSTRACT

To realize a music-oriented game allowing the use of a
5 commercially available music information storage medium, such
as a commercially available music CD, or a network distribution
as a means for obtaining original data of game music. In a game
device of which controller is operated by a player in accordance
with game music, game program code and game data are stored in
10 a CD-ROM. The game data includes operation timing data, which
is necessary when using the music recorded in a predetermined
commercially available music CD, as game music. The recorded
content of a commercially available music CD is read using a
CD-ROM reader 24. When that commercially available music CD
15 is the predetermined commercially available music CD, music is
reproduced as game music based on the recorded content of that
commercially available music CD, and a guidance is shown on a
monitor based on the operation timing data whereby timings at
which the player is required to operate the controller in
20 accordance with the game music is instructed to the player.